



LIVE™

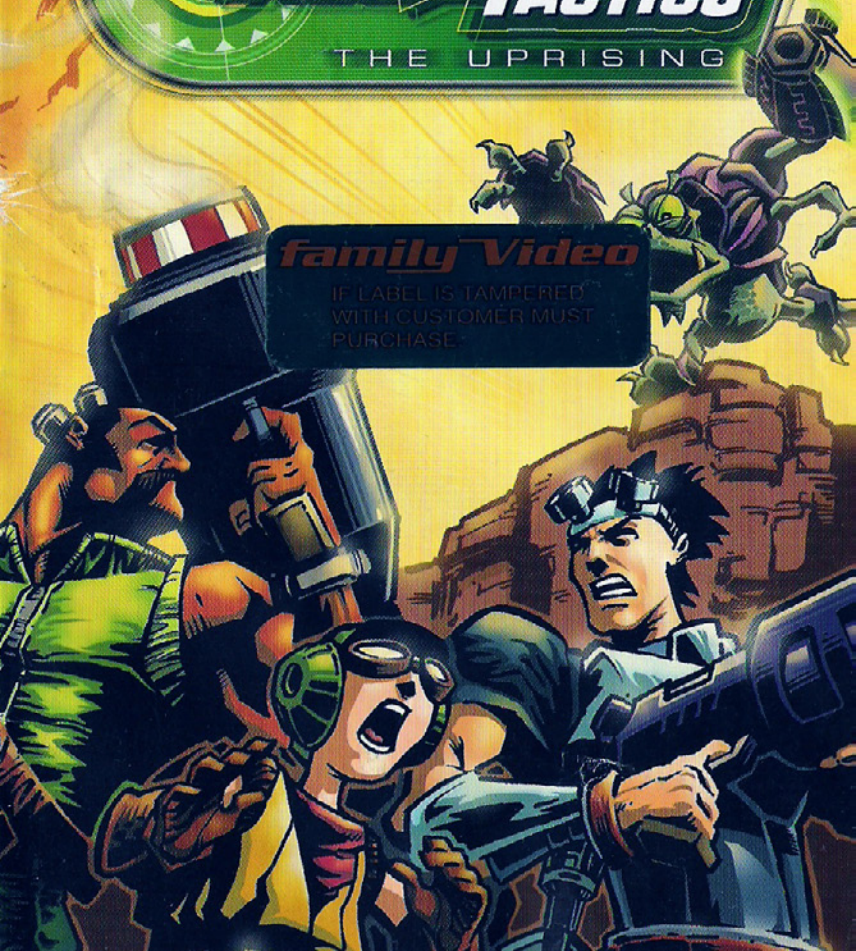
ONLINE ENABLED

FUTURE TACTICS™

THE UPRISING

family Video

IF LABEL IS TAMPERED
WITH CUSTOMER MUST
PURCHASE



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may burn in to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owners manual to determine if video games can be played safely on your set. If you are unable to find this information in the owners manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

CONTENTS

Xbox Live™	3
Using the Xbox Video Game System	4
Using the Xbox Controller	5
Introduction	6
Options	7
How to Play	7
Items	10
Boot Camp	11
Story Mode	12
Weapon Upgrades	12
Battle Mode	15
Characters	17
Credits	18
Notes	20
Warranty Information	22

Take Future Tactics: The Uprising™ Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

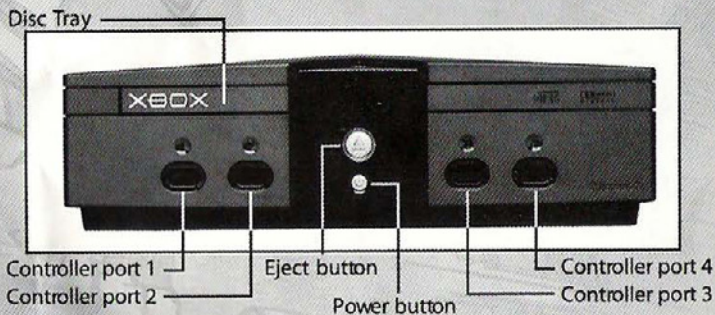
Xbox Live™ Aware enables a game without the multiplayer-gaming mode to still take advantage certain Xbox Live features. If you are an Xbox Live subscriber, you can receive invitations to play other Xbox Live games online, view your Friends List, get information about the current status of other players, and be automatically signed in to Xbox Live with Xbox Live Aware.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox™ Video Game System by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **Future Tactics: The Uprising™** disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **Future Tactics: The Uprising™**.



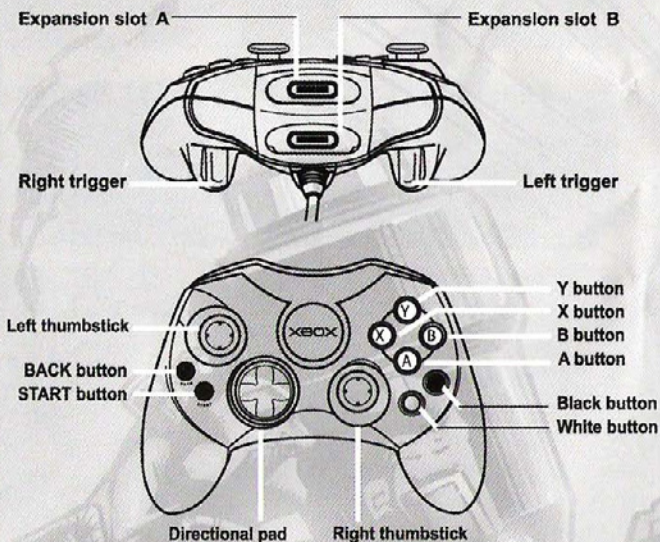
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc on the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and the disc is inserted.
- Do not apply labels, stickers, or other foreign object to discs.

USING THE XBOX CONTROLLER

1. Connect the Xbox controller into any controller port on the front of the Xbox console. For multiple players, connect additional controllers into available controller ports.
2. Connect any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **Future Tactics: The Uprising**.



A button = Select

Y button = Detailed Info / Toggle Infra Red

B button = Look Around Mode

X button = Display Unit Portraits / Jump (Move Mode only)

Left Thumbstick = Move / Aim

Right Thumbstick = Look-Around

Left Trigger = Zoom out (Aim Mode only)

Right Trigger = Zoom in (Aim Mode only)

INTRODUCTION

From the last entry of a lost journal:

The sun blazed high over the parched workers as the sounds of picks and shovels filled the air. An eon had passed since man last trod upon this holy ground. The ruins were unlike anything found before—black obelisks emanating a green energy. Strange markings adorned the monuments and edifices about the island. The archaeologist could not identify the source of any of their surroundings. Was this the peak of Churchward's lost continent, Mu? Could this be the cradle of all mankind?

Excitement broke out amongst the workers. A babble of many tongues came roaring from within the main chamber of what they assumed to be the central temple, a great pyramid, the base of which lay deep below the earth's crust. The head researcher hurried down the main shaft. The workers parted as she entered the room. A strange hum, different from the low buzz of the ventilating fans, filled the room. A green glow emanated from a huge onyx egg encased in a blue, metallic device. The artifact floated just above the ground, the base was often at waist height, but the object bobbed slightly on its vertical axis.

The researcher moved closer, reaching towards the artifact, making contact with one of the flashing green button-like dots on the exterior. A series of smaller red dots appeared about the green dot. The metal casing began to rotate, first clockwise, then counter-clockwise, like the movement of a combination lock. The black egg began to glow brighter as green cracks appeared in its surface. The room was filled with the lurid green light.

As the light subsided, a creature could be seen standing between the lead scientist and the artifact. The creature was like nothing seen before on this earth. It was a short, blue, reptile-like thing. Its head protruded from the center of its body and looked about quickly, confused. The creature put forth one of the four appendages on its upper body—a hand, larger than its two lower arms and opposite a cylinder shape decorated by three pulsating green lights.

The archaeologist slowly reached forward to meet the creature's large, clawed hand. The scaly beast quickly withdrew its claw and presented the scientist with the tube on its left arm. A green blast left the woman dead on the dirt floor.

In a panic, the flood of workers attempted to flee the temple, only to meet more of the blue monsters and their ends. The island was quickly overrun by the beasts, then soon...the world.

OPTIONS

Music Volume: Adjust the volume of the music in the game.

SFX Volume: Adjust the volume of the sound effects in the game.

Music test: Listen to the different music tracks within the game.

Subtitles: Turn subtitles on and off.

Auto Save: Turn autosave on and off.

OPTIONS

Music volume: 80%

SFX volume: 80%

Music test: (no music)

Subtitles: off

Vibration: on

Auto Save: on

HOW TO PLAY

Future Tactics: The Uprising is a turn-based strategy game for one or two players. A single round consists of two teams of units battling against each other within an arena.

Turns

The game is played in turns. During each turn a particular unit has the ability to move and to perform an attack. No other units can move or attack during this period. When a particular unit's turn is complete another unit takes a turn, and so on until the battle is complete.

Taking a turn

To begin a turn, the player must select a unit from those available. The thumbnail portraits of all the units in the battle appear at the top of the screen. Thumbnails that are darkened or have a red cross over them are not available for this turn. Any of the others can be selected by the player.

Once a unit has been selected, that unit appears in the center of the screen surrounded by three icons. Each icon represents an action that can be performed during the turn: *moving, attacking or completing the turn.*

MOVING A UNIT

To move the unit, select the Move icon. The unit has a limited movement range available each turn, which is marked by a ring of green dots in the arena. The player is free to move the unit within this area indefinitely. When the unit stops moving, a second ring of blue dots appears. This indicates the amount of movement area remaining should the player choose to attack at this point.



LOOK AROUND MODE

While you are moving or when you are on the action selection during the Unit's turn, you can press the B button to enter a look-around mode, which allows you to fly the camera freely around the arena. This can be helpful in locating hidden enemies and making tactical decisions.

ATTACKING

At any point during the turn the player can choose the unit's weapon by selecting the Attack icon. The unit will then perform an attack from wherever they are standing. After an attack the player may still move the unit, using up the remaining movement distance available that turn.



Some units may have more than one attack available per turn, or more than one weapon type. Pressing up or down on the Attack icon will select alternate weapon types.

There are two targeting systems available, depending on the weapon type: *Line of Sight* and *Ballistic Trajectory*.

Line of Sight

Line of Sight targeting is done from a first person perspective relative to the shooting position of the unit's weapon. The aiming takes place in three stages. First the player must guide the constantly moving circular target so that your enemy is as close to the center as possible. Once the enemy is centered, the player must press the A button to activate the fine-tuning phase of targeting.

A line will appear and sweep across the circle; this line stops at a position crossing the target and close to the center of the circle for maximum potential power, by pressing the A button. Another line will then sweep through the circle at right angles to the first one. Where they intersect will be where the weapon fires. An intersection closer to the center of the circle will result in a more powerful shot. (Pressing the A button will lock the two lines in place and the unit will fire.)

Ballistic Trajectory

Ballistic Trajectory weapons will cause the display to change to an overhead view with a circular overlay showing the maximum range of the weapon, and icons denoting the targets within range in the arena. At first a circle will pulse out from the center of the screen in a repeating pattern--this is the range finding. When the range finder intersects with the chosen target, the player must press the A button to fix the range. Then a sweeping line will rotate around the display clockwise, like a radar screen. Pressing the A button will stop this line and the target will be the point of intersection between the circle and the line. Once this final selection is made the unit will take the shot.

Hand to Hand

This attack type is available by default to most units, in both one-player and two-player modes. It will only become active and selectable when the player is within hand-to-hand range of an opponent. It will use up the attack for that turn.

Completing a Turn

When all desired movement and attacks have been completed, the player can end the turn by selecting the End Turn icon. This brings up three new icons, allowing the selection of three modes for the unit to wait in between turns: *Heal*, *Rest* and *Shield*.



Rest Mode

This is the default mode which ends the unit's turn with no special protection and no movement penalty on the next turn.



Heal Mode

Heal mode allows the unit to heal somewhat before the next turn. However, when Healing, the unit is especially vulnerable and will take more damage if hit.



Shield Mode

Shield mode gives increased protection to the unit between turns, but at a cost of only having 70% of normal movement distance available in the next turn. Once used, a unit's shield must recharge, so it won't be available for the next two turns.



ITEMS

There are two types of items that you can find throughout the story mode. Health Packs and Weapon Upgrades:

Health Packs

A unit regains 100% health any time it touches a health pack. These are scattered throughout every level; sometimes rocks or other objects may have to be destroyed to find them. These can also be found in Battle Mode.



Weapon Upgrades – (available only in Story Mode)

The weapon upgrade pack allows the player to assign an enhancement to a unit's weapon. Often, these are hidden throughout the level. Each unit has five levels of weapon enhancements. You can choose which unit to upgrade.



The Landscape

Most of the areas in game can be destroyed to a certain extent by the use of different weapons. These areas can contain anything from large rocks to buildings, from monuments to vehicles.

When the player shoots at his surroundings, large holes will appear in the area. This causes chunks of the landscape to be blown about at random.

Virtually any area of the environments can be destroyed or knocked around, such as houses, trees, rocks, boulders, bridges, windmills, barns, cottages, and mine carts. Powered-up weapons can cause even greater levels of destruction.

Enemy units will take these destructive actions into account. For example, if the player blasts a huge hole in the ground, enemy units will walk around the crater and shoot at objects that obstruct them from attacking the player.

This destructible terrain adds a new and challenging random dimension to standard tactics play. Each battle is unique, as each battle is played out on different terrain.

Battle conditions

In story mode there are usually only two battle objectives. Kill all the creatures, or move to a specific area on the map.

In Battle Mode there is an additional win condition called Defeat Leader.

BOOT CAMP

Low's abilities as a marksman didn't arrive by accident. Whenever his people set up camp he found a little space nearby to make his own private shooting range where he could practice in peace. Your targeting skills may be a little rusty, maybe you can't quite get a grip on the mortar weapons, or you might just want to blow great big holes in the ground without distraction. If you feel the need to hone your skills before entering the heat of battle then this is the place to be. Most of the rules of combat are suspended here, so there's little risk of injury. Just don't leave too much of a mess, *ok?*

STORY MODE

The Story Mode is the single player game of *Future Tactics: The Uprising*. This will be a linear progression of battles that slowly reveal the developing story.

Each level has an objective to achieve, explained at the beginning of the level. The game is lost if the objective is not achieved.

There are cut scenes between each level, explaining objectives and developing the plot. The line-up of your party changes over the course of the game as the story unfolds. You can upgrade the levels and weapons of your units along the way.

Human units are upgraded along the way, both their level and their weapons, under the control of the player.

Saved Games

Future Tactics: The Uprising uses an autosave feature that will automatically save your progress at the end of each episode. Any unlockable features that you may have earned throughout the story will be saved at this time. You have four different saves available, so a friend can start a new game and not interfere with the progress of your game.

Weapon Upgrades

Upgrades are items usually hidden below ground and inside buildings or rocks on each level. There are five strength levels of each unit's weapon. When an upgrade is collected by a unit, the user can choose to upgrade any member of the team.

Any unit at max upgrade power can use an upgrade as a Hit Points refresh instead of as an upgrade.

Every unit has a different weapon upgrade path matching the units personality and innate abilities.

On the next pages are brief descriptions of all of the weapon upgrade enhancements.

Power

This gives the potential for double the power of any given shot. Press the shoot button when the words "power boost" flash on the screen to use the power upgrade.

**Range (Ballistic weapons only).**

Increase the maximum range available.

**X2**

This doubles the number of attacks per turn.

**Zoom (Line-of-Sight weapons only).**

A sniper-like zoom ability. There will be an extra control on the first stage of the targeting screen allowing the player to zoom in and out. This makes precision targeting a lot easier.

**B Adapt**

Allows Pepper to adapt her grenade to work as a (short range) mortar.

**Heal / Restore**

Converts the laser beam to a healing beam. This will work on creatures too, so be careful! The Restore upgrade restores a targeted unit to 100% health.

**Beam**

Adds a new mode to the weapon, which allows the person firing the weapon to absorb some of the target's health.



Tele-Shot

This allows a unit to teleport in place of an attack. Your unit will trade places with a target (friend or foe). This power up does not affect movement, so after you teleport you can use any movement you still have available during your turn.

**Bounce**

Bounce projectiles. The projectile will bounce for a set time or until you press the shoot button.

**Scatter**

A missile that shatters into many fragments before impact. This will scatter warheads over a wide area.

**Smoke**

This is a type of missile that creates persistent smoke (2 turns), which creatures cannot see through. This makes an excellent hiding place.

**Deflect**

This allows a unit to intelligently deflect a "friendly fire" line-of-sight shot to the nearest creature. Shoot at the unit that has the deflect ability available and it will redirect the shot.

**Infra-Red**

Adds a new mode to the first person view. Units hiding behind obstacles can be seen by their body heat.



Levelling up

You gain experience depending on how well a shot is placed, and whether you are attacking a creature that is a higher level than your unit. Head shots are worth more experience. The best way to gain levels is to score the killing blow on a higher level creature with a head shot.

The yellow bar to the left of the unit portrait shows the progress of that unit's current experience. When the bar is filled the next level is achieved.

The higher level a unit is, the more damage it will deal out.

Replays

When you complete the story for the first time you can replay it again with a change in the Gameplay. The game changes a bit, and now instead of the entire team going in one turn, your team members take turns alternately with the enemy team member turns. One unit on your team goes, then one unit on the creatures team goes, and so on. This will change the tactics of the game and create a new challenge for advanced players.

BATTLE MODE

There are two main two-player modes: Quick Start and Custom Battle. The player will unlock features in Custom Battle by completing play goals in Story Mode.

Quick Start

This mode is available right away (no unlocking needed).

Each Battle plays exactly like the Story Mode, with one player taking the role of the humans, the other playing the creatures. Any map which has been beaten in the Story Mode will be chosen at random.

Positioning of units and the make-up of teams will be pre-set for each level. This will be different from the set up of the same level in Story Mode to ensure balance.

Custom Battle

Features of this mode are unlocked only after completing play goals in the Story Mode.

This mode allows the player to configure a two player battle any way they like with a variety of options, including human vs. human, human vs. CPU, creature vs. creature or even mixing the humans and creatures together on the same team.

Turn Mode: The Story Mode turn-mechanism is that each player can move his entire team once every turn. Other modes will now be available:

Normal Fixed: Only one unit takes a turn during a player's turn. Each unit must take one turn in a fixed order until all units in the team have taken their turn.

Normal Free: Only one unit takes a turn during a player's turn. Each unit must take one turn in any order until all units in the team have taken their turn.

Team: One team moves all their units, then the other team moves all their units.

Character Style: Only one unit takes a turn during the player's turn. Any unit in the team can be moved each turn.

Team Makeup: Each team can be made up of any combination of units and their relative level can be configured to create handicap games.

The player will be free to choose balanced teams (3 humans versus 3 creatures) or unbalanced teams (1 human versus 5 creatures) if they like. Features such as different size teams, cross race teams (humans and creatures on the same side) and unbalanced teams, are all unlocked separately.

Unlock Status: This area will tell you what your progress in the unlockable features is and what you need to do to unlock all of the features.

By performing certain actions or feats during Story Mode you will unlock features for the Battle Mode game.

CHARACTERS

Eight of each unit type (human and creature) will be playable in Battle Mode.

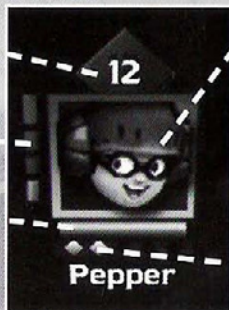
Head info box:

Character portrait: Picture of the unit.

Level: Current level of the unit.

Exp Bar: This bar shows the progress of the unit's current level.

HP Bar: The current amount of hit points the unit has.



Weapon Upgrades: These dots represent how many upgrade enhancements the unit has. A red dot indicates the unit's level is insufficient to use the upgrade.

CHARACTERS

As you progress through the story, you will come to know nine different characters. Each character possesses different abilities, strengths and weaknesses. Some can move farther distances, others deal more damage. Some can heal team members, while some are very fragile, requiring special protection. You will learn their unique qualities and strategic value as you venture further into the world of *Future Tactics: The Uprising*.

CREDITS

ZED TWO

EXECUTIVE PRODUCER

Ste Pickford

DIRECTOR

John Pickford

PRODUCERS

Tony McColgan

John Corcoran

LEAD PROGRAMMER

Jan van Valburg

LEAD ARTIST

Andrew Pearce

CHARACTER DESIGNER & MOD- ELLER

Christian Johnson

CONCEPT & STORYBOARD ARTIST

Paul Salmon

ANIMATOR

Paul Johnson

PROGRAMMERS

Amir Latif

Allan Findlay

David Ellel

GRAPHIC ARTIST & LEVEL DESIGNER

Alex Perkins

GRAPHIC ARTISTS

Graham Goring

David Severn

Ged Casserley

Steve Thomas

SCRIPT WRITER

Paul Rose

MUSICIAN & SOUND

EFFECT ARTIST

Tim Follin

LOGO DESIGN

Head First

VOICE PRODUCITON

Phil Morris / AllintheGame

VOICE ARTISTS

Sally Anne Marsh

Simon Greenall

Jason Isaacs

Rachel Preece

Kerry Shale

Marc Silk

TESTING

Dan Thorley

TECHNICAL SUPPORT

Bernie Guy

SPECIAL THANKS

Carleton Handley

Stephen Hey

Frank Wijnsma

Iain Findlay

James Hooper

Kay Findlay

WARTHOG CREDITS

CEO

Ashley Hall

BUSINESS DEVELOPMENT DIRECTOR

Eric Elms

OPERATIONS DIRECTOR

Steven Law

FINANCIAL DIRECTOR

Simon Elms

P OF DESIGN

Phil Gaskell

VP OF ART

Nick Elms

VP OF PROGRAMMING

Paul Hughes

VP OF PRODUCTION

Ivan Davies

QA MANAGER

Tim Welch

QA

Jon Radcliffe, Jonathan Bell, Stuart Cook,
Dave Mervik, Rob Shepherd, John Healey,
Rob Knipe

STANDARDS COMPLIANCY

Carl McQuillan

AUDIO MANAGER

Matt Sugden

AUDIO

Jeremy Taylor

IT DEPARTMENT

Nick Whitehead, Simon Morton

ACCOUNTS DEPARTMENT

Andy Gunson, Colin Grindey

HR/ PERSONNEL

Gillian Salter

ADMIN

Kay Russell

CRAVE ENTERTAINMENT

EXECUTIVE PRODUCER

Robert Bryant

ASSOCIATE PRODUCER

John Bloodworth

SENIOR VICE PRESIDENT, WORLDWIDE

PRODUCT DEVELOPMENT &

ACQUISITIONS

Mark Burke

QUALITY ASSURANCE MANAGER

Tuan Trinh

QUALITY ASSURANCE LEAD

Richard "Tony" Martin

PRIMARY TESTERS

Paul Taniguchi

Brian Cutts

QUALITY ASSURANCE

Thomas Quast

Anthony Lee

Jeffrey Dickson

Ramiro Ramirez

Ramon Ramirez

Carlos Vazquez

Steve Webb

DIRECTOR OF MARKETING SERVICES

Sheri Snow

MANUAL DESIGN

Studio Intake

VP, CORPORATE COUNSEL

Barry Seaton

PACKAGE DESIGN

Binary Pulse

SPECIAL THANKS

Nima Taghavi

Michael Maas

Jeremy bear

Drew Mehl

Chad Meshek

Chibi





Warranty and Service Information

CRAVE ENTERTAINMENT, Inc. warrants to the original purchaser of this CRAVE ENTERTAINMENT, Inc. product that the software storage medium in the product is free from defects in material and workmanship for a period of ninety (90) days (unless prohibited by applicable law) from the date of purchase. The CRAVE ENTERTAINMENT, Inc. software program in this product is sold "AS IS" and without any expressed or implied warranties for losses or damages of any kind resulting from use of the software program. If the CRAVE ENTERTAINMENT, Inc. product fails to comply with this limited warranty, CRAVE ENTERTAINMENT, Inc. agrees to either repair or replace, at its option, free of charge, the non-complying product, provided the product is returned by the original purchaser, postage paid, with proof of purchase to CRAVE ENTERTAINMENT, Inc. at the address set forth below. When returning the product for warranty replacement, please send the original product disc(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; and (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the product. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to:
Warranty Replacements
Crave Entertainment, Inc.
19645 Rancho Way
Rancho Dominguez, CA 90220

This warranty shall not be applicable and shall be void if the defect in the CRAVE ENTERTAINMENT, Inc. product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CRAVE ENTERTAINMENT, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRAVE ENTERTAINMENT, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

Customer Support

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 310-687-5432, 9:00am-5:00pm.



RenderWare

RenderWare is a registered trademark of Canon Inc. Portions of this software are Copyright 1998-2003 Criterion Software Ltd. and its licensors.

Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

